Amendments to the Specification:

Please add new paragraphs [0010A] and [0010B] immediately following paragraph [0010] of U.S. Published Patent Application No. 2008/0282142 (corresponding to page 2, lines 29 through 31 of International Patent Publication No. WO 2005/081131):

[0010A] FIG. 6 is a flow diagram of an aspect method for rendering a user interface for a device.

[0010B] FIG. 7 is a flow diagram of an aspect method for rendering a user interface for a device based on file changes.

Please add new paragraph [0042A] immediately following paragraph [0042] of U.S. Published Patent Application No. 2008/0282142 (corresponding to page 11, lines 6-14 of International Patent Publication No. WO 2005/081131) as follows:

[0042A] FIG. 6 illustrates an aspect method 650 for rendering a user interface for a device. In block 652 a plurality of actors is provided, each of the plurality of actors being associated with a user interface element and comprising one or more attributes defining the respective actor. In block 654 a renderer is provided to receive one or more attributes from one or more of the plurality of actors. In block 656 the user interface is rendered in accordance with the received attributes. In determination block 658 the status of an actor attribute is determined. If an actor attribute is updated (i.e., determination block 658 = "Yes"), in block 660 the renderer receives the actor attribute update and the user interface is updated accordingly. If an actor attribute is not updated (i.e., determination block 658 = "No"), the method 650 may end at block 662.

Please amend [0043] of U.S. Published Patent Application No. 2008/0282142 (corresponding to page 11, lines 16 through 28, of International Patent Publication No. WO 2005/081131) as follows:

[0043] Files in the file system can be changed, either when an actor attribute value changes, or when a file is replaced by a triglet. When files in the /attrs directory change, the Renderer is immediately notified and the relevant branches of the content tree are updated and refreshed. When images and text resources are changed, the Renderer behaves as if the affected resources are immediately reloaded (either the whole content tree or just the affected branches may be refreshed). When TrigML fragments are changed, the Renderer behaves as if it is not notified and continues to display its current, possibly out of date, content. This is to avoid the software needing to persist <include> elements and the <load> history of the current content. FIG. 7 illustrates an aspect method 750 for rendering a user interface for a device based on file changes. In block 752 an actor attribute value changes or a file is replaced by a triglet. In determination block 754 a determination about a change being an actor attribute change is made. If an actor attribute is changed (i.e., determination block 754 = "Yes"), in block 756 the renderer is immediately notified and the relevant branches of the content tree are updated and refreshed. If an actor attribute is not changed (i.e., determination block 754 = "No"), at block 758 a determination about a change being an image or text resource change is made. If an image or text resource is changed (i.e., determination block 758 = "Yes"), in block 760 the renderer behaves as if the affected resources are immediately reloaded. If an image or text resource is not changed, (i.e., determination block 758 = "No"), at block 762 a determination about a change being a TrigML fragment is made. If a TrigML fragment is changed (i.e., determination block 762 = "Yes"), in block 764 the renderer behaves as if it is not notified and continues to display its current content. If a TrigML fragment is not changed, (i.e., determination block 762 = "No"), the method 750 may end in block 766.